

[Intro music by Clark Powell]

Clair: [softly] hello and welcome to the Salt Cravings masquerade, can we take your jacket?

Brianna: Yes, absolutely, well, uh, yes, here's my jacket, do you want the knives as well?

C: The- the knives? In the jacket, or?

B: Well, as you can see, I have one strapped to my leg here, you never know when you might need one.

C: I think for the safety of the guests, yes...

B: Okay!

C: Could you empty all of the knives, please?

B: Sure, let me just grab - [sounds of movement], okay, so this one, and that one, and this one... [sigh] well this one's kinda hard to get at, I don't know why I put it exactly in the small of my back but...there's that one, and then there's the ones that are in the jacket, which is there, and there, and then inside the jacket as well, and then - oh, right, the one that's disguised in the flower on my wrist, yup, I'll take that...I think that should be all of them.

C: Uh...the one...the one - sorry, I do not mean to...

B: Oh! Sorry! Yes, the one that's - oh, I always forget to look at the underside of my like forearm, I always forget about that one. Alright-

C: Oh! And the one between [clears throat] your - your breasts, ma'am.

B: Oh! Ohhhh! [laugh] ah, I see, well, I suppose I'll just grab that...

C: Yes, have lots of fun, we offer two kinds of dances, both of them are cravings, you will have to think about those while you are on the floor tonight.

B: Yes, of course, as in all masquerades, we love these cravings-based masquerade.

C: You see, the mask isn't what you wear on your face, it's truly what you crave, what you hide behind to mask what your soul desires.

B: Yes, I suppose it is. Oh, shit, there's another knife in my mask, here you go.

[Both laugh]

C: Welcome to Salt Cravings, this is a cravings podcast where we talk about our cravings, my name's Clair.

B: And my name's Brianna.

C: Brianna, do you wanna tell me about all of your knives? Or your craving. Either/or.

B: Well the knives I've clearly already given to the person at the door, um...so I guess I'll just tell you about my cravings instead. The first one, I need...a good...software for designing things. I...I just need one, I need one, I need like a good free software, or something like that, so that I can just do design work, now...this is for the game that I'm writing, Brothers in Arms, and I am probably, to be honest, just going to hire a designer. But...I would like just the option of being able to do it myself, and I haven't found an app that like doesn't frustrate me to the max that is like free and good to use for commercial projects, you know?

C: When you're looking for a piece of software to do design, what sort of design is it? Because I imagine for your game, it's going to be a lot of design in the game or perhaps InDesign if you will.

B: God...I mean it's mostly - the thing that I'm right now trying to figure out is character sheets, and I wanna design a character sheet. But the problem with that is that it's hard to design character sheets, it turns out. It's like "oh yeah what do I wanna do" and also like "what looks good, what can I actually do..." I've not tried InDesign. Here's the thing...I don't really know the legality of using - I've never done commercial projects before, so I don't know the legality of like...using a software to do a commercial project without paying for that software, I think that might be illegal.

C: Now here's the thing...

B: Yeah.

C: I know you will not use InDesign [clears throat] but if you were to, who would know?

B: I bet there's a way to tell.

C: You know, they probably put a little stamp, put a little smiley face on everyone...if you print it out, it makes you happy, a little too happy when you hold it, people are gonna get your game, they're gonna be really excited, and gonna be like "why am - I've never been this excited..."

B: They're gonna know. Exactly, they're gonna know.

[C laughs]

B: No, I'm sure that there's no way for them to tell, but like...what if there is and I don't know about it and they use it to...cancel me, and by cancel me I mean arrest me.

[Both laugh]

B: Which is...as we know, the ultimate cancelling, is being arrests.

C: UwU, the state is cancewing me by awwesting me.

B: [laugh] yes, exactly.

C: I'm being cancewed by the govevment.

B: So I don't wanna be cancelled by the government - at least, not for that reason. Can we just make a new software for this?

C: Mhm. Is the software something that gives you pre-generated assets or like random generated assets, is it something that you can like draw and it'll be like "oooo I see what you were trying to do there on this piece of paper, here's something similar", what's the - what's the approach?

B: Mostly - so the thing that I've been trying to use is Scribus, which is like an open-source design software, but it has some like strange quirks, one is that dealing with text in it is an absolute nightmare. Roll20 levels of bad dealing with text.

C: Uh-huh...

B: And hypothetically dealing with text should be like one of the things. But like, in order to change font or size you have to go into a different window and change it twice while having it highlighted and then it registers and then you click OK and then you can do it...it's just those sorts of things, mostly I would just like to put text on a page with some images and some shapes or something, I wanna do design things, you know. All of this is to say...what if we just made the perfect software for design?

C: [soft laugh] uh-huh...so it's not only design - it's not just a photoshop thing. It's also, it's like an InDesign, where it's a templating thing. Maybe templating isn't the right word but...layout design. Which it sounds like-

B: Layout design is definitely the thing I'm trying to do.

C: Versus like creating assets such as like a header image or stuff.

B: No, yeah, that's stuff that I would just wanna import.

C: What if we printed it out? And we print everything out - so we print the whole game out, and then we cut it up like - not paper mache - why is my brain not - though paper mache is not a bad idea - a collage, a collage is what I'm thinking.

B: Right.

C: So we cut it up and we make like a collage, and then the piece of software takes it in and is like "ooooo this is such a nice collage! Let me sample these. Let me put it onto a page" and then it makes a beautiful un-collage, and we're gonna call it UnCollage, where it takes your collage and then it unifies it.

B: So...you're gonna have to help me through - how does this create like a character sheet or like a page for - or like a book?

C: Well if you have all your assets already, then you can just sorta cut them out with scissors and place them on the page, sorta glue them on.

B: Ohhh...

C: Take some ribbons, sort of curl it up, make it pretty, and then UnCollage goes "oooo that's-

B: I think the thing you're referring to is a scanner.

[Both laugh]

C: Right, but a scanner is like "oh, this ribbon? Oh, it's a dark shadow that kind of looks like cat poop probably" versus UnCollage will give you the essence of a ribbon, less so than the literal scanning of a ribbon.

B: Right, I see.

C: It's sort of like the essence of a game, it'll still be playable, but we have to make sacrifices. Like, do we really need to understand every word?

B: [laughs] yes

C: Or is it more about - [laughs]

B: Yes, absolutely.

C: Is it more about the meaning of the words.

B: It sort of is about - well it's both about the words and the meaning, cause words do have meaning. I would like for both of those to be present in this game, but, you know, I guess it's not a huge deal if you can't read the game.

C: As long as you get the gist of it.

B: Yeah...I mean, there's definitely specific things that would - I mean, yeah...mmm, I'm thinking it would be good if the game was readable, but...you know, it's a choice that we could make, for sure...

C: Maybe UnCollage - it's not the right time for UnCollage, do you have maybe a better approach or something we can take this from?

B: Yeah, so it's a designer app, and it's a designer software, it's a designer software, and the whole pitch...is this is not gonna be overcomplicated and overwhelming. We know you're dumb.

C: [laughs] oh...

B: We know you don't know how to do this. We know that you have no clue what you're doing. Don't worry, here's a button for text, here's a button for shapes, here's ways to move it all around, and...there you go. And here's a way to import images, and here's a piece of paper.

C: [laughing] just, you don't need the piece of paper, they just offer you one when you sign up.

B: Yeah, just in case.

C: "What's your mailing address, we need to send you the free piece of paper that you get when you sign up for our service?"

B: Yeah...uh-huh, so they just offer that. They're like "here you go! Here's everything you need. Smiley-face." The app is called Smiley-Face. It's just...it's, again, extremely simplistic. Anyone who actually does design work is going to be very annoyed at the fact that it doesn't have basic shit that design apps probably have that designers use all the time, but for someone who isn't a designer, it's great, because there's only like four buttons. It's like "there's no way I can mess this up because there's only four buttons."

C: What are the four buttons?

B: Text...shape...insert image.....finish.

[Both laugh]

C: Me, rapidly hitting the finish button.

B: Yeah, basically. You use one of the three buttons to make it, and then you use the finish button [laughing] it's possible the thing that I'm describing is Microsoft Paint.

[Both laugh again]

C: I did have one idea, we can call it Designr, sorta the same deal as Tinder, where you go through profiles and it's like a portfolio, you can swipe through portfolios, and if you like what you see, and they match with you, or whatever, then you get a designer, right?

B: Right, I see.

C: It's just a bunch of people who are really excited to just do design.

B: Right, so you're-

C: They don't really care about the pay, they more just want the experience...

B: [laughs] the exposure?

C: it's sort of required during every art degree - we'll get - it has sort of a deal with every art school, you know.

B: Great, uh-huh. This sounds ethical.

[C laughs]

B: It sounds to me like the thing here is that you're a coward, and that you think that in order to do things like design or art you should hire designers and artists rather than just trying to brute force everything yourself, which to me is cowardice-

[C laughing]

B: Because if you pay other people to be involved, or really just have other people involved in the making of a thing, you're a coward and a bitch, and you don't understand what it's like to truly put effort into something.

C: Truly achieve something.

B: Yeah, if you get other people's help, you're a failure and your project is a failure.

C: And this is why all companies are failures, not because of the unethicalities - that's not a word - of capitalism, but because you work with people, and if you work with people, you suck.

B: [laughs] uh-huh. Exactly. I believe in the ultimate auteur theory: every cultural product must be the result of only one person working on it, no one else can have any other influence, or else it's fucking crap.

[C laughing]

B: Or else it's shit.

C: What's the title of your thesis again? I forgot.

B: Um...one could say the title of my thesis is Detesting Authors, and one could say it's in fact about the notion that everything is a collaborative work, one might say that or point that out, but I...nope, no you didn't.

C: And if you did point that out, that would be working with Brianna, and that makes you a bitch, as Brianna has pointed out.

B: Exactly! So, yes, so could I hire a designer? Yes, but then the game would be bad. Because I wouldn't have done the design work myself.

C: [laughing] I'm just imagining you, like at the end of this, working with someone, getting the finished product, just looking at it and going "this sucks, I wish I had done this by myself, please leave forever and never talk to me again."

B: [laughs] yeah, exactly, that's how it's gonna go.

C: I hope you didn't expect any payment from this, I just wanted to know that you could do this.

B: [laughs] God, nightmare, absolute nightmare. Um...yeah, I think I'm just gonna hire a designer. But if anyone, you know, has a good design app that they like using, let me know, I guess? Clair, do you have a craving?

C: I left my cravings in my other pants.

B: Go get your other pants. I mean I assume that the door person-

C: I don't have any other pants!!

[Both laughing]

B: Alright?

C: Um-

B: So then where - sorry, no, back up, then where did you leave your cravings, then?

C: [laughs] so moving forward-

B: No, I just-

C: My next craving-

B: No-no-no-no, can you explain where are your cravings? Where did you put them?

C: I invested them?

B: [laughs] in the cravings market?

C: I invested my cravings into TTRPGs, I became a TTRPG investor, Brianna.

B: [laughs] god...

C: I have been getting into metal music.

B: Oh!

C: A lot? Specifically post-metal, if you have a favourite post-metal band, or sludge metal band, please tweet them at me. Trans women metal bands also welcomed. But I've been getting really into metal music, I find it kind of cathartic and relaxing at times, if I'm upset or angry it's just a good way of processing those feelings, and so what I've been craving is going to metal concerts.

B: Ah...

C: Because I can only imagine those have some wicked energy, and some fantastic drummers, probably. I just cannot get over metal drummers, holy shit! The arms, the strength, the endurance...

B: The POWER!

C: [laughs] exactly.

B: That's rad.

C: How can I go to a metal concert, Brianna? And more importantly, how can I make a metal band perform so that I can go to the metal concert.

[Both laugh]

B: Well I think, well I mean, here's the thing. I really want us to challenge ourselves here on Salt Cravings, and so I don't want us to go the VR route. That's too easy, I don't want us to deal with robots-

C: No bubbles either, no real life situations.

B: What do you mean?

C: Did you - there was - so...so there's this one artist who, since the early 2010s or something, performed every live concert in bubbles, and all of the fans also have to get into bubbles.

B: Oh my god...rad.

C: So we can't do that, that's too easy.

B: Let's think about some other ways that we could avoid transmitting... [whispered] the virus...

C: [laugh] did you have to whisper it?

B: Well, listen, you can't - if you talk about it too loud, it finds you.

C: You don't wanna wake it up, right...god.

B: You know, I don't think covid travels in water.

C: Okay...

B: Underwater metal concert.

C: So I have to go to the concert.

B: Uh-huh.

C: And I can't breath underwater.

B: That's....why you have a breathing apparatus.

C: And...how about the singers?

B: They are in...I guess we can't do bubbles, that makes this harder...

C: Bubble-blocked.

B: Is a dome a bubble?

C: [laughs] but if you're in a dome, are you underwater?

B: So, here's - so, here's part 1.

C: [laughing] uh-huh?

B: The band members have to quarantine together for two weeks, beforehand.

C: Okay, we're back to the island!

B: [laughs] and then they have to go into this...dome.....

C: Uh-huh...okay...

B: And everyone around is underwater, they have their breathing apparatuses.

C: Outside of the dome.

B: The music just sort of comes through the water.

C: But won't the water distort it?

B: Yes...it's now...hyper-post-metal.

C: [laughs] the hyper makes it waterproof, it's waterproof metal.

B: Exactly, I'm glad you understand completely.

[C laughs]

B: That's my idea, everyone's under water, I would go to an underwater concert, I think if you wouldn't, you're a coward! I'm really into calling people cowards these days-

C: You really are! It's all about bravery on this show. And if you wanna be brave, be underwater, and don't fucking ever work with anybody, and that's how you be brave.

B: [laughs] uh-huh, yes, exactly. I guess there's potential other things that could be done, but that's my idea, do you have ideas?

C: Of course the like simple one is always like a Zoom concert, but also not Zoom cause I hate Zoom, but it's not the same.

B: Yeah!

C: I want the stench, I want the vibrations in my body, and I want to - most importantly - look at the amazing biceps of metal drummers.

B: Uh-huh, no, that's an important part of it for sure.

C: And leg muscles! Have you seen how many leg movements they do?

B: I have not!

C: It's a lot of movements.

B: I have not listened to a lot of metal and therefore am not super based in - like I don't have a huge knowledge base for how sexy metal drummers are.

C: [laugh] can I...send you one song that...maybe I'll play for a little bit.

[music starts to fade in]

B: Alright, get ready for some post-metal, everyone! Let's fucking go!

C: Yeah, I'm just gonna play a little bit of Monument by Rosetta

[30 seconds of Monument by Rosetta plays]

B: There's a lot of noise happening...

C: I can see you- [laughs] I can see you bopping your head, but a little - it's sort of like, it's like you're at a wine and cheese tasting and you're really just there for the cheese and you're like "yeah, this is wine! Yeah, I guess this is wine!"

B: [laugh] yeah, I get why you like it! I do, yeah, it's very...loud.

C: It's really wine! It's just such wine!

B: [laughing] no I think that it's good if you're into that sort of thing, no, I think it's good if you're into that sort of thing.

C: [laugh] if you're into wine, it's probably good wine.

B: Um...okay, so I see how that might get distorted in like water. And I also see how you wanna see that popping off, you know?

C: There's a lot of energy involved.

B: Yeah, for sure.

C: What if...electricity O rocks?

B: Okay!

C: Creatures made of electricity.

B: Okay! I see...

C: Because then they can make the music with their bodies.

B: Yeah...I think that that could work. My thought was...time travel.

C: [laughs] I love the time travel. Are you just being like "go back to when it was safe to go to concerts?"

B: Yeah, buddy!! I think metal could help you time travel.

C: In what way?

B: ...I didn't expect to have to explain it.

C: [laughs] that's okay because I already know how, it's cause there's so much friction that the energy disruption in the phase delimiter is interrupted in such a way to allow temporal spacing between the individuals.

B: Remember when Superman goes the other way around the Earth so fast-

C: Yes. [laughs]

B: That it goes back in time.

C: Uh-huh. I remember that.

B: It's that principle.

C: Okay. With me- cause metal goes so fast?

B: Okay here's how it works, because metal - because this metal is so like overwhelming and like sensory overload that it'll confuse time and space and...it won't know when to put you. So, you just listen to metal and try and warp to the right time.

C: It sorta just knocks you the fuck out? And you wake up in a different time?

B: No, it's like you blast it and then the area around you starts changing to be a different time.

C: That's extremely discerning. What are the parameters to the metal that requires - like what is it required to have to do the time travel. Is it more drum? Is it more guitar? How many people have to be in the band, is there a minimum, maximum?

B: It's like a feeling, when you feel overwhelmed and like you can't handle all the sounds that are happening...but it is a little bit difficult to tune when you are exactly gonna get to, you know?

C: Yeah, and also if I needed the metal music to do the time travel, we're kind of just back at the getting the metal music.

B: Yeah, that is...that is a good point.

C: Inverted metal concert.

B: Okay, tell me more about that.

C: Well, originally, I was like [laughs] so you sit in a box, and then the band members are around the box and play into the box-

B: Uh-huh.

C: And you're in the box. So instead of them being in a box playing out to you, who I guess you would also be in a box if we're thinking about concerts as boxes, which I kind of was, they are outside, and you get five minutes. It's sort of like how you can get tasters of food, you get taster of concert.

B: I see.

C: Where it's like "here's five minutes of concert, you can stand in the room for five minutes" and then the next person comes in for their concertette.

B: Yeah, that could work! Sure!

C: You get one song.

B: I've got an idea.

C: Uh-huh?

B: .....crystals.

C: ...okay? [laughs]

B: Crystals-

C: Is this like underwater-

B: No, no-no-no, crystals-

C: Are we in the crystals?

B: Everyone wears a crystal that is powerful enough to...to protect against Covid.

C: To scare Covid? Okay... [laughs]

B: Yes, exactly, a crystal that can protect you from Covid. Sort of a crystal vaccine, and then everyone's safe, and you can go buckwild, as long as you don't lose your crystal. Cause if you lose your crystal then you're fucked, but...

C: Mhm, I'm sure the crystals will sell great. I'm sure there will be a lot of people who really want these crystals.

B: Uh-huh, yeah, they definitely will.

C: Do you have a craving that crystals would help solve?

B: No.

C: Can I sell you a crystal to help with your next craving?

B: Crystals ain't gonna help with this one. Anyone who follows me on Twitter knows that I have recently been trying to find a game to play with Ash. So, for background, Ash and I, for - Ash being my girlfriend, she's probably listening to this, hello.

C: Hi Ash!

B: [embarrassed laugh] um, and...

C: Shout out to Ash!!!

B: Okay, that's enough.

C: [airhorn noises]

B: We don't need to - we don't need - we're good.

[C laughs]

B: We-

C: Hey Ash, guess what, we're still on it!

[Both laughing]

C: Tell me more about Ash.

B: I...basically, we've been playing Stardew Valley for...at least a couple of weeks, maybe like a month or so at this point. And we sorta...did everything.

C: Damn.

B: We finished Stardew Valley, I got every achievement in the game...

C: Oh my god.

B: Yeah, like, all of them, we did everything in that video game. We didn't beat the arcade games because those are literally impossible to do in multiplayer cause time doesn't stop.

C: Oh, right, yeah.

B: But we did everything else, basically, so we ran out of things to do in that game, but we really have enjoyed kind of our nightly or whenever we get a chance, like nightly things where we just kinda play a game for like a couple of hours to wind down. It was really really nice. So now we're looking for a replacement game, because like, the other thing about it is that like Stardew Valley's multiplayer is pretty simple, you just click an "Invite Friend" button and it pretty much works. A lot of games that are of that type of variety are harder to do multiplayer with. So...we're trying to find a replacement that has easy multiplayer, that's a good chill time to wind down, and that's fun to play with a partner. I've gotten some really good suggestions, that I'm gonna look into.

C: Well what are your suggestions?

B: Well no, I received some suggestions that I'm gonna look into, Astroneer seemed fun...

C: Astroneer...

B: Yeah, it's like...in space. Some people talked about Terraria, I tried Terraria, couldn't figure out the multiplayer.

C: Oh Astroneer looks like No Man's Sky but like more cartoon-y.

B: Yes! That was another one, No Man's Sky was another suggestion and I'm like "okay maybe". I just need like Stardew Valley but more.

[C laughs]

B: I know Stardew Valley's a very big game so I know that's a big ask but what if...Stardew Valley but more? How could I make - what game could replace the Stardew Valley-shaped hole in my life.

C: So what about Harvest Moon?

B: Is that easy to do multiplayer?

C: I have no idea.

B: Yeah, I don't know either.

C: But we can make it multiplayer.

B: True. I guess they do have that new set of like "these are the Harvest Moon games by the Harvest Moon developers but they're not...called Harvest Moon because they lost the ability to call it Harvest Moon."

C: Harvest...Mun. Hervestman. It's Mr. Hervestman.

B: ...yep. I think they're called Story of Seasons is what they're called? But yes, Harvest Moonzzzzz. For multiplayer. What if we just made a game, what if we simply just made a game?

C: But we've made so many games, Brianna. What is the idea-

B: Have we?

C: Haven't we?!

B: Have we made Stardew Valley but more?

C: I mean, what more do you want? What more could you ask of Stardew Valley?

B: Mooooore....?

[Both laugh]

C: Uh-huh?

B: What if it was infinite?

C: Damn. Okay, in what ways?

B: ...infinite farm.

C: [laughs] like you just have more space? Or...

B: Here's some things that I could...that I will do...to make Stardew Valley More. Here's my pitch: you beat Stardew Valley, you get all the things, you do it, you do the thing, and then Farm 2 opens up, and it's harder, and there's more of it. And there's another town with all new characters.

C: [laughs] you thought your grandfather left you a farm you had to rebuild? Jokes on you, your great great grandmother left you a temple farm that you have to work from the ground up to restore.

B: Yes! Uh-huh, there you go. Yes, exactly, it's Startwo Valley is what it's called, Startwo Valley.

C: You've been invited back to the city, and now you have to manage the agriculture of the whole city-

B: Uh-huh.

C: It's so much more!

B: Uh-huh! Yes.

C: You should just do Cities: Skylines - that's probably not multiplayer.

B: Cities: Skylines definitely not multiplayer. Has people done like...farming sim type thing but it's high fantasy?

C: Hm...

B: And multiplayer? Boom...you're an elf, and-

[C laughs]

B: You've got a farm, your elven crops.

C: Uh-huh. Your elven crops.

B: And you live in-

C: What are the elven crops? What crops do elves grow, Brianna?

B: .....lembas bread...wheat...

[C laughing]

B: Uh, grapes, I think they drank wine. Um...magic cropsss.

C: [still laughing] is that a specific crop? Or is it-

B: It's a category of crops, there's three categories, instead of just fruits and vegetables, there's fruits, vegetables and magical crops. Um...

C: How many servings of magical crops per day do you have to eat to have a healthy diet?

B: One.

C: Damn.

B: That's how powerful they are. They - you just eat one, and it fills you up for the whole day.

C: That really takes over your diet, then.

B: Yeah, it's a specific sort of path. And then the town that this has has like all sorts of different types of fantasy people and they're all cool.

C: High fantasy Stardew sounds cool! All I got for you on the real answer is you should play ESO with me but that costs money. But the game rules.

B: Does ESO replicate the experience of Stardew Valley?

C: It replicates the experience of Elder Scrolls! [laughs] I don't know if you would argue - I mean, here we go, Skyrim mod for Stardew Valley.

B: [laughs] Skyrim Valley is really good.

C: Skyrim Valley! Uh-huh!

B: Uh-huh.

C: They've modded Skyrim to hell but have they added farming yet?

Both: Probably.

C: Yeah, probably.

B: But now it's just full on you just settle in a town so you're playing - okay, here's the pitch. You're playing Skyrim, it's all normal, everything's normal, you get to a specific town, and someone's like "oh, hello! You must be this person, your grandfather left a farm for you." And they're like "would you like to accept?" and if you say yes, it becomes just straight up a farming simulator and no longer are you playing Skyrim, you're now just playing Skyrim Valley!

C: [laughs] you just teleport?

B: Yeah, it becomes-

C: Does a dragon come and pick you up? Like how do you get to the farming simulator? Do you leave Skyrim?

B: You black out! You black out...

C: Oh, okay, good.

B: And then you wake up in this house and it's like "alright, time to farm" and then you're playing a farming simulator now.

C: You've been taken hostage by the Daedra and they're like "get to farming asshat!"

B: I don't think it's like a - you chose to take over your grandfather's farm.

C: Turns out your grandfather was Daedra, joke's on you!

B: I don't think it has to be cursed!

[C laughs]

B: But yes, you're farming Daedra crops. Tell me about what some of the Daedra crops are.

C: Um...poison-

B: For those who don't know Elder Scrolls, Daedra are demons.

C: Let's see...there's the Oblivion fruit. If you eat those, you will turn - you will go to Oblivion, or you will shatter into oblivion, we're not quite sure, translations don't always match up.

B: Uh-huh.

C: The other ones includ Hard Carrot, very similar to normal carrot but extremely hard, almost impossible to actually eat with teeth.

B: Great, so, hang on, what would you - can I just - just back up, what would you eat it with?

C: [laughs] first you cut it, and then you make sure there's like nothing pointy, and then you just swallow it. It's like pufferfish, if you eat it the wrong way, it's probably gonna get lodged into your esophagus - it's Hard Carrot.

B: Yeah.

C: And so the other thing you can eat is Mortal Flesh - now I know it sounds like you're eating the flesh of mortals...

B: Uh-huh.

C: But it's probably not that.

B: Uh-huh.

C: I have it on good authority from my Daedra grandfather, that Mortal Flesh is a naturally grown organic crop of the farm.

B: It does taste very meaty, but I assume it's just sort of one of those vegetables that is that way, you know?

C: I mean that's the slogan, right? It's the meatiest crop you'll ever get.

B: Normal. Those are some good crops to plant, and then you can have conversations in the town with people who have - much like in Stardew Valley, have two lines of dialog, and occassionally, if you talk to a guard, they'll do the whole Elder Scrolls guard type of thing where they're like [Elder Scrolls guard voice] "stop! Thief! You've violated the law!"

[C laughs]

B: And stuff like that.

C: That's my favourite part of Stardew Valley, is when Lewis comes up to you and goes "you fucking coward, you violated the law because you worked with other people!"

B: [laughs] I'm never living that one down! I mean there are ways that you can piss off Lewis, which honestly you should, fuck that dude.

C: Just start calling him Lewie.

B: Yeah, that was one of the things that I did, I started called Vincent Vinny and Lewis Lewie.

[C laughs]

B: Referring to a child as "ey! Vinny! Eyyy! It's Vinny!" is pretty good. Skyrim Valley is really gonna take off, is it first person still?

C: We're locking you into first person, we want you to get your hands dirty.

B: And unlike Stardew where planting and watering stuff is quite easy, it takes - you have to do a whole animation to plant a crop, and then you have to do a whole animation to water it, and you do it one at a time.

C: And we are doing VR so you can just like start farming - like you can just get in there with your hands.

B: Yes exactly.

C: You wanted to just get VR with your girlfriend and do farming, right?

B: Yeah that's absolutely what I wanted.

C: Right, Ash? Hi Ash! How's Ash?

B: [laughs, then sighs] craving solved! Watch for Skyrim Valley...to be released soon.

C: Okay, well, I guess I'll go into my-

B: You got a craving?

C: Yep, uh-huh, I'll go into my next craving. One thing that I have noticed at work, and in our culture at large...leaders aren't supposed to make a mistake.

B: Mhm, yes.

C: Otherwise they are a failure and they should not be a leader.

B: Otherwise why leader?

C: Why are they a leader?

B: If leader make mistake, then why leader?

C: Doesn't make any sense, right? Leader infallible, and if leader does make a mistake, they didn't, cause leader infallible. My craving is to acknowledge that leaders can make mistakes.

B: Uh-huh.

C: And when I say leader I mean at any capacity, whether that's like a community organizer, or literally just a role model, or literally a CEO. I think allowing people to take ownership of mistakes is the easiest way to promote growth.

B: I think so too. So this is a pretty simple craving, you just want to entirely change the way that our culture thinks-

[C laughing]

B: about kind of a core part of the culture-

C: Uh-huh!

B: And just completely reshape exactly how our culture functions around messing up and leading. Yeah, pretty basic stuff.

C: I'm glad you understand! I'm glad you got it.

B: So yeah, so when we're proposing like kind of an entire change and reorganization of our culture, um...I know exactly how to do that.

C: Uh-huh. [laughing throughout]

B: I'm sort of an expert on this, and as a leftist I'm really good at making sure that my ideas take off and become popular. And definitely really good at making sure people get along and don't infight. Those are some of my skills that I've picked up from being a leftist. And...so this is really right within our wheelhouse, I think, Clair. Yeah, so I have a good idea. What if we made it illegal to criticize people for their mistakes? Perfect idea.

C: God! No!

[B cackling]

C: We can't immediately go into dystopia.

B: No you're right, here's-

C: We can't even pretend that that's a good idea.

B: I have an idea! Leaders now - if you wanna lead anything, if you wanna lead literally anything at all, you have to have a publicly available list of your mistakes.

C: Oh my god.

B: All of them.

C: Okay.

B: Throughout your life.

C: I was gonna make the mistake exclamation mark, which is like an exclamation mark, but it floats above your head, and every time you make a mistake, it lights up green.

B: Normal.

[C laughs]

B: And then it adds it automatically to the list-

C: To the list, exactly!

B: Of mistakes that you've made!

C: Uh-huh!

B: And every so often, everyone can check, they can go onto mistakes.com and they can look up "alright, this person", click on this person, this leader, "okay they've made these mistakes" and it has a list of all the mistakes you've made and how you've atoned or been held accountable - you've been held accountable for them.

C: I went to mistakes.com/brianna and I see here that you've worked with people?

[B laughs]

C: And so I'm gonna have to hold you accountable to this. You fucking coward!

B: [still laughing] shut up!!

[Both laugh]

B: Oh yeah? Well [silly voice] I went to mistakes.com/clair and I saw! That under mistakes it was "making the same joke over and over again!" and so I'm gonna have to hold you accountable for that one! [shaky] gottem!

C: [laughs] my favourite form of accountability is deflecting and pointing the finger at someone else and saying that they should be accountable.

B: [laughs] good job everyone, we've done it, we've recreated the problem, there's literally just two of us, we're not leaders of anything, and we automatically recreated the problem! That we're trying to address!

[Both laughing]

C: So we're off to a great start.

B: We're doing fantastically. What if we...hold workshops?

C: Yup! [laugh] I like it.

B: That always works.

C: I laughed, but I think a 10-15 minute workshop once a year is really enough to just get the ball rolling, you know, it's not about what happens in the workshop, it's about the growth that happens after the workshop. [laughs]

B: Uh-huh. Um...god.

C: Are we just making ourselves sad?

B: I...yeah, I'm a little - I'm not gonna lie to you, I'm gonna take accountability for this, I'm a little sad now.

[C laughing]

B: Because like, let's be real here, the thing that you're talking about is like a good thing, you know? Like this idea that we should be able to own our mistakes, we should be able to be like "yes, I made this mistake, it's important that we recognize that leaders make mistakes all the time, leadership is hard, it's easy to make mistakes", all of this is important stuff, it's stuff that I think that like in certain spaces we are starting to work on...

C: Mhm.

B: But in the culture at large it's kind of a really hard one because there's this idea that a leader has to be superior. Which is garbage.

C: Mhm.

B: It's a pile of shit. And if I knew how to enact widespread societal change, we would live in a different world. But I don't - and everyone would listen to me, and I would be a leader-

C: Uh-huh.

B: And I would make mistakes, and I would need to be held accountable.

C: Brianna, but if you made a mistake, you'd be cancelled! And as a trans woman, that means you wouldn't have any friends and you'd be expedited from all your communities and you would be...sad.

B: I think the word that you're looking for is excommunicated but expedited is also really great.

C: [laughs] I was really hoping you'd ignore that.

B: No I like expedited cause it really describes the speed at which you can get ejected from a community. It's just sort of a-

C: I hope my community expedites me out.

B: [laughing] anyway....robots! They never make mistakes! I for one welcome our new robot leaders.

C: What happens if the robot makes a mistake?

B: They...blow up.

C: Oh, wow. So what if people blew up when they made a mistake [laughing]

B: [laughing] I think that's the opposite of what we're trying to get.

C: If you blow up if you make a mistake, then the only people who are around are the people who haven't made a mistake, ergo leaders who are left have never made a mistake! And then it's fine, because everyone hasn't made a mistake! And so there doesn't have to be accountability because who needs accountability when everyone's perfect, because that's how that works.

B: There we go, we've fixed it.

[C laughing]

B: How do you make it so that leaders are accountable for their mistakes? Make it so that no one makes mistakes anymore! You don't need accountability.

C: No more accountability! The best solution.

B: [laughs] yeah I truly have nothing on - I'm sorry, we could go dystopian but I think we've gone dystopian. When it comes to like truly solving these - I'm glad we talk about them, I'm glad we bring them up, but do I have ways to enact large widespread societal change? Absolutely not.

C: Do you have anything that you wanna see change on a small scale that would impact this eventually down the road?

B: I think in general we could just...centre it on our own-

C: Were you gonna say chill out?

B: No.

C: Vibe out. [laugh] just vibe.

B: I mean I think the actual probably answer here is like...how do we determine that people are leaders? What mistakes can leaders make and still be considered leaders?

C: Yup.

B: I feel like these are questions that need to be answered, and I feel like asking a lot of questions is probably a pretty good first step here. Like, okay well what does it mean when we say like "leaders should be accountable for their mistakes"? What is the threshold for mistakes? What are the types of mistakes? How do people be open about the fact that they've made mistakes, right? How do you do these things, how do you democratize these processes, how do you do all of this? These are good questions that I think like - are easier to work out on a small scale and probably don't just like...you can't just like scale it up. You can at least talk on a small scale like "well what does community mean? What does leadership mean? And...what is accountability look like?" Which I think, I wanna say, I think like the talk about kind of prison abolition and stuff like that recently and what would a world without prisons look like and what would that sort of thing look like, I think at the very least got some of those conversations rolling, which was great to see.

C: Mhm. And then for some reason, it stopped.

B: I'm sad again.

C: [laughs] I'm sorry!

B: It's fine! It's fine. Good things have happened, actually. Sometimes you can listen to sad things, and sometimes you can laugh at our funny haha podcast, [silly voice] I don't know maybe accountability...butts! And uh...robots.

C: [laughs] sorry, wait, what-

B: Chemicals!

C: What's an accountability butt?

B: Uh...chemicals, juice, um...VR!

C: No, I wanna hear about accountability butts.

B: It's, uh...

C: Uh-huh, no, say it, say it. I don't know what - just say it.

B: It's called spanking.

C: [high-ptiched] Nooooo!!

B: And that's all, everyone!

C: [high-pitched] Ohhh nooooo!! That's Salt Cravings.

B: That's Salt Cravings!

C: We don't endorse spanking! Just wanna be clear, do not hit your kids!

B: Do not hit your kids, do not do that shit, I will find you and get very angry at you.

C: Unless you're into spanking, if it's your kink, then fine, but don't spank your kids.

B: Just to be- I love-

C: Even if you're into spanking.

B: I love being in a world in which we have to clarify that Salt Cravings does not, in fact, endorse spanking your children.

C: But does endorse spanking your partner in a consensual manner.

B: Yes! And that's us taking accountability-

C: And that's podcasting-

B: For our mistakes. Shall we...get outta this ballroom?

C: Yeah.

B: This masquerade ball that is Salt Cravings?

C: Yeah, it's kinda stuffy.

B: Yeah...

C: It's starting to stink a little bit, you know?

B: Yeah, lemme just go up to the door and get all my knives back.

C: Do you need all of them?

B: Sorry?

C: Do you need all of them?

B: Yeah, of course. I'm just gonna be putting my knives back on while we go through the outro-

C: What's this one for?

B: Yeah, this one's for cutting fish, actually. I just always keep it on hand.

C: That's very specific - well this has been Salt Cravings.

B: Yeah. Okay... [movement noises]

C: You can find us on social media on Twitter, Instagram and Facebook @SaltCravings-

B: Right, got it on my ankle, okay, got that one...

C: [laugh] if you wanna send in a submission you can do that by emailing submissions@saltcravings.com or tweeting, facebooking or instagramming at us?

Sending us a message? Tell us about your craving.

B: Yup. Alright, the forearm one, I always forget about that one.

C: [laugh] there'll be links in the description for donating to various causes or individuals in need-

B: Can't forget about the boob one, that's important...

C: [laughs] that's a great follow-up. And finally, you can go like, subscribe, comment, rate us on any iTunes or Stitcher or whatever that lets you comment now.

B: [effortful sigh] yeah.

[Outro music begins fading in]

C: And give us a five star and say "boob knife" because everybody loves a boob knife. Anything you wanna close on, Brianna?

B: Alright, got all my-

C: Anything that - any other last knives?

B: Oh shit I forgot the knives - the jacket that has all the knives in it, let me just grab that, we'll just be here for a little bit longer.

[Outro music by Clark Powell]

C: [sigh] alright, gonna...

B: Clap.

C: I guess - clap. I'm gonna be real, I only use the front claps, we don't have to clap.

B: Nah. It's - a tradition.

C: Okay, alright, it's tradition. Uh, 35.

B: Yup.

[pause, then a clap]

C: How are you?

B: I'm - um, tired.

C: Uh-huh?

B: I was trying to - I was trying to do design work today for Brothers In Arms, we'll get into it on the podcast, it's gonna come up.

C: Design - oh, design work. Have you thought of hiring a designer?

B: ...

[C laughs]

B: ...that might just - I might just be like - I might. Yeah.

C: You could Kickstart it.

B: Who's gonna donate to a Kickstarter for a first time game designer?

C: Uh...I mean I imagine there are a lot of people who would try to support - like I think there are a lot of people who like have the funds who could be like "this is a cool idea and I wanna see this come to fruition" AKA the point of Kickstarter.

B: I suppose.....

C: [laughs] you could use Indiegogo instead, I don't know.

B: We'll see, I might do that route, or I might just, you know...give...

C: Pay a designer in favours?

B: No, pay the designer and then hope to get it back in terms of sales.

C: That is...an investment. That is how investment works. Congratulations, Brianna, you've become a TTRPG investor.

B: [groans] I wanna die! Yeah.

[C laughs]

B: How are you doing? How are you doing? Tell me about how you're doing.